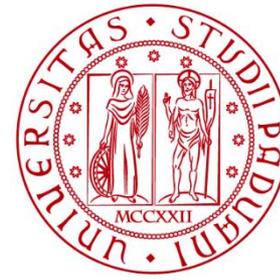




DEI  
DIPARTIMENTO DI  
INGEGNERIA DELL'INFORMAZIONE



UNIVERSITÀ  
DEGLI STUDI  
DI PADOVA

# Sistemi Digitali

## VHDL: Esercizi su semplici strutture logiche

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Corso di Laurea in Ingegneria dell'Informazione

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# Scopo della lezione

- Descrivere semplici circuiti logici con **codice VHDL**
- Introdurre il **simulatore VHDL EDA Playground** e simulare il funzionamento di semplici strutture logiche

# EDA Playground

- Simulatore online
  - <https://www.edaplayground.com/>
  - EDA = Electronic Design Automation
  - Non serve installare alcun programma, serve solo un account (anche gmail)
  - Si può lavorare da qualunque PC, una volta che si ha l'account
  - Non serve un computer con grande potenza di calcolo

# EDA Playground

The screenshot shows the EDA Playground web interface. The browser address bar displays `edaplayground.com/home`. The top navigation bar includes a 'Run' button, a 'Save' button, and a notification: 'Aldec Riviera Pro 2020.04 is now available. It supports some VHDL-2019. Examples [here](#) and [here](#).' The left sidebar contains several sections: 'Languages & Libraries' with a 'Testbench + Design' dropdown set to 'SystemVerilog/Verilog', 'UVM / OVM' set to 'None', and 'Other Libraries' including 'None', 'OVL 2.8.1', and 'SVUnit 2.11'. Below this are checkboxes for 'Enable TL-Verilog', 'Enable Easier UVM', and 'Enable VUnit'. The 'Tools & Simulators' section has a 'Select...' dropdown and checkboxes for 'Open EPWave after run' and 'Download files after run'. The 'Examples' section lists 'VHDL', 'Verilog/SystemVerilog', 'UVM', 'EasierUVM', 'SVAUnit', and 'SVUnit'. The main workspace is split into two panes: 'testbench.sv' and 'design.sv'. The 'testbench.sv' pane contains the text: 

```
1 // Code your testbench here
2 // or browse Examples
3
```

 The 'design.sv' pane contains: 

```
1 // Code your design here
2
```

 Two red arrows point from text boxes to the 'SystemVerilog/Verilog' dropdown and the 'Tools & Simulators' dropdown. The text boxes contain the following instructions:

Testbench + Design:  
selezionare "VHDL"

Tools & Simulators:  
selezionare "Aldec Riviera Pro 2020.04"

A short description will be helpful for you to remember your playground's details

# EDA Playground

The screenshot shows the EDA Playground web interface. The browser address bar displays `edaplayground.com/home`. The interface includes a top navigation bar with 'Run' and 'Save\*' buttons, and a sidebar on the left with 'Languages & Libraries' and 'Tools & Simulators' sections. Two code editors are visible: 'testbench.vhd' and 'design.vhd'. The 'testbench.vhd' editor contains the following code:

```
1 -- Code your testbench here
2 library IEEE;
3 use IEEE.std_logic_1164.all;
4
```

The 'design.vhd' editor contains the following code:

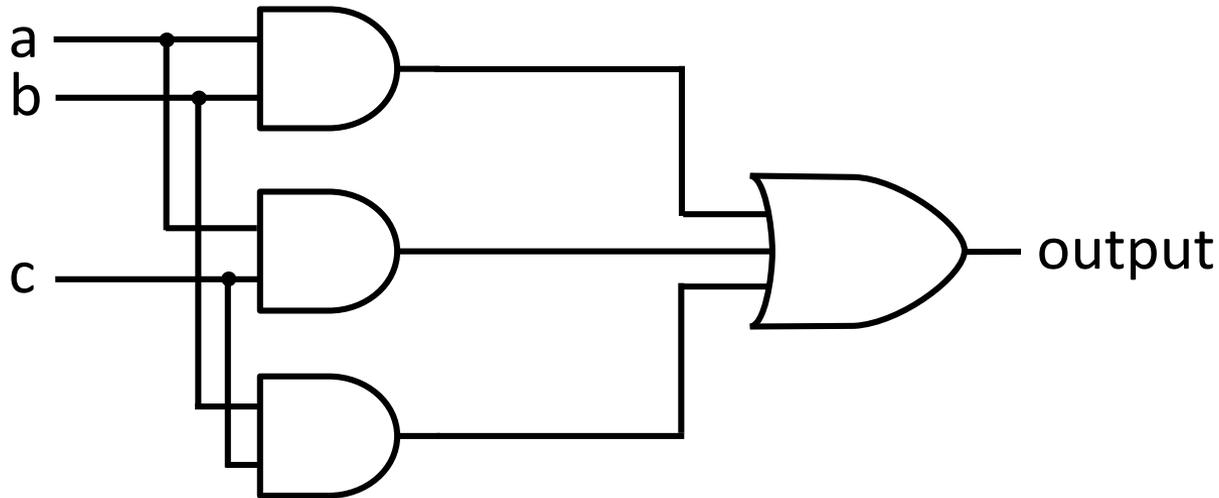
```
1 -- Code your design here
2 library IEEE;
3 use IEEE.std_logic_1164.all;
4
```

Annotations with red arrows point to various features:

- Testbench**: A yellow box highlights the word 'Testbench' in the code editor.
- Design**: A yellow box highlights the word 'Design' in the code editor.
- Nome della top entity da simulare**: A box points to the 'Top entity' field, which contains the text 'for simulation ONLY'.
- Possibilità di rendere il link disponibile ad altri**: A box points to the 'Share' button and the visibility dropdown menu, which is set to 'Public (anyone with the link can view)'.
- Log: risultato della simulazione**: A box points to the 'Log' button.
- Nome con cui salvare il design nella propria directory online**: A box points to the input field for the playground title, which contains the text 'Add a title to help you find your playground'.

# Es: Funzione Majority

- 1) Descrivere in VHDL il circuito che descrive la funzione maggioranza
  - 3 ingressi (1 bit) a, b, c
  - 1 uscita (1 bit): output = '1' almeno due degli ingressi valgono '1'



- 2) Simulare il funzionamento del circuito con EDA Playground con una combinazione a piacere degli ingressi

# Funzione Majority: Design

- 1) Descrivere in VHDL il circuito che descrive la funzione maggioranza

```
library ieee;  
use ieee.std_logic_1164.all;
```

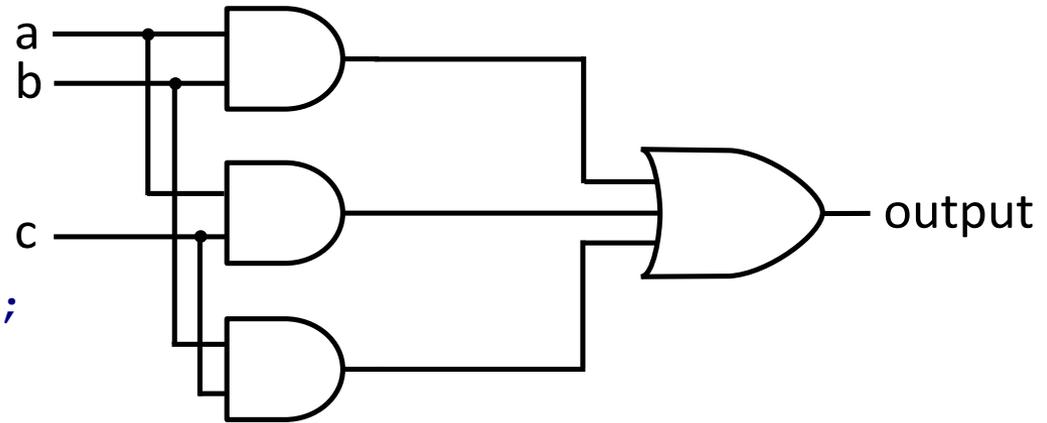
```
entity majority is  
    port ( a, b, c : in std_logic;  
          output : out std_logic );
```

```
end majority;
```

```
architecture maj_dataflow of majority is  
    begin
```

```
        output <= (a and b) or (a and c) or (b and c);
```

```
    end maj_dataflow;
```



and e or hanno la stessa precedenza in VHDL (dobbiamo indicare le parentesi) e sono valutati da sinistra verso destra

# Funzione Majority: Testbench

```
library IEEE;
use IEEE.std_logic_1164.all;

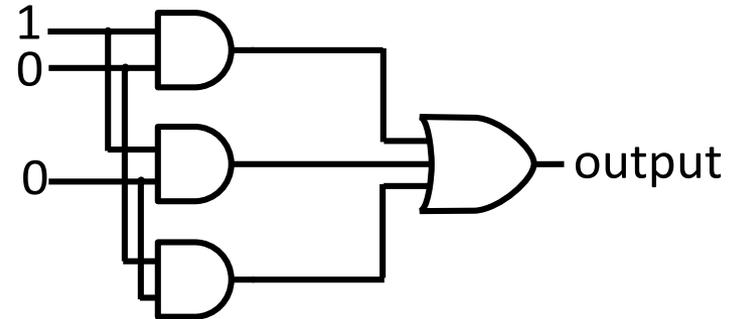
entity maj_test is
end maj_test;

architecture test of maj_test is
signal x, y, z, f: std_logic;

component majority is
    port ( a, b, c : in std_logic;
          output : out std_logic );
end component;

begin
DUT: majority port map (x, y, z, f );
process begin
    x <= '1';    --applica gli stimoli al DUT
    y <= '0';
    z <= '0';
    wait for 10 ns;    --ritardo permette all'uscita di stabilizzarsi
    report "output = " & to_string(f);    --stampa valore dell'uscita
    wait;    --funzione to_string() converte vettore in stringa
end process;
end test;
```

- 2) Simulare il funzionamento del circuito con EDA Playground con una combinazione a piacere degli ingressi



# Funzione Majority: EDA Playground

The image shows a screenshot of the EDA Playground interface. It is divided into three main sections: two code editors at the top and a log window at the bottom.

**testbench.vhd (VHDL Testbench):**

```
1 library IEEE;
2 use IEEE.std_logic_1164.all;
3
4 entity maj_test is
5 end maj_test;
6
7 architecture test of maj_test is
8 signal x, y, z, f: std_logic;
9 component majority is
10     port ( a, b, c : in std_logic;
11           output : out std_logic );
12 end component;
13 begin
14 DUT: majority port map (x, y ,z , f );
15 process begin
16     x <= '1';
17     y <= '0';
18     z <= '0';
19     wait for 10 ns;
20     report "output = " & to_string(f);
21     wait;
22 end process;
23 end test;
```

**design.vhd (VHDL Design):**

```
1 library ieee;
2 use ieee.std_logic_1164.all;
3
4 entity majority is
5     port ( a, b, c : in std_logic;
6           output : out std_logic );
7 end majority;
8
9 architecture maj_dataflow of majority is
10     begin
11     output <= (a and b) or (a and c) or (b and c);
12 end maj_dataflow;
```

**Log:**

```
# KERNEL: Kernel process initialization done.
# Allocation: Simulator allocated 5399 kB (elbread=427 elab2=4829 kernel=142 sdf=0)
# KERNEL: ASDB file was created in location /home/runner/dataset.asdb
# EXECUTION:: NOTE    output = 0
# EXECUTION:: Time: 10 ns, Iteration: 0, Instance: /maj_test, Process: line__15.
# KERNEL: Simulation has finished. There are no more test vectors to simulate.
# VSIM: Simulation has finished.
```

Buttons for "Log" and "Share" are visible above the log window. A "Done" button is at the bottom left of the log window.

# Esercizio 2.34 Mano-Kime

```
library ieee, lcdf_vhdl;
use ieee.std_logic_1164.all, lcdf_vhdl.func_prims.all;
  entity comb_ckt_1 is
    port(x1, x2, x3, x4 : in std_logic;
         f : out std_logic);
end comb_ckt_1;

architecture structural_1 of comb_ckt_1 is
  component NOT1
    port(in1: in std_logic;
         out1: out std_logic);
  end component;
  component AND2
    port(in1, in2 : in std_logic;
         out1: out std_logic);
  end component;
  component OR3
    port(in1, in2, in3 : in std_logic;
         out1: out std_logic);
  end component;
  signal n1, n2, n3, n4, n5, n6 : std_logic;
begin
  g0: NOT1 port map (in1 => x1, out1 => n1);
  g1: NOT1 port map (in1 => n3, out1 => n4);
  g2: AND2 port map (in1 => x2, in2 => n1,
                    out1 => n2);
  g3: AND2 port map (in1 => x2, in2 => x3,
                    out1 => n3);
  g4: AND2 port map (in1 => x3, in2 => x4,
                    out1 => n5);
  g5: AND2 port map (in1 => x1, in2 => n4,
                    out1 => n6);
  g6: OR3 port map (in1 => n2, in2 => n5,
                  in3 => n6, out1 => f);
end structural_1;
```

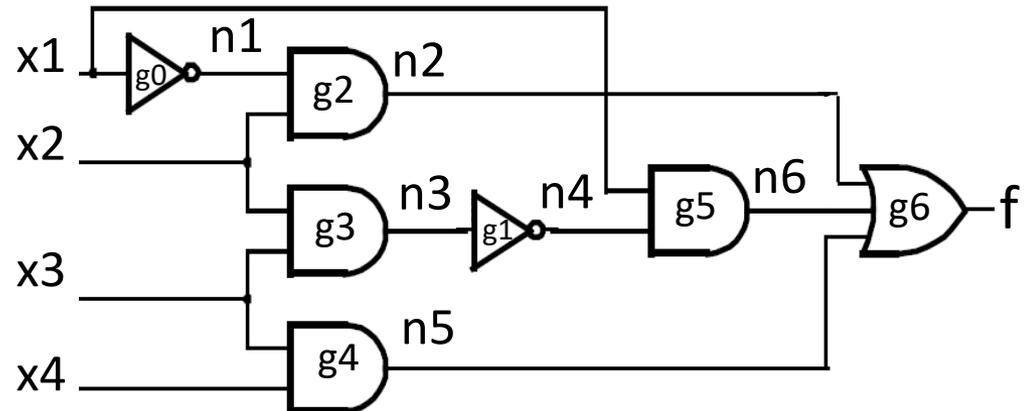
- 1) Disegnare il diagramma logico del circuito descritto da questo codice VHDL (gli ingressi negati non sono disponibili)

# Esercizio 2.34: diagramma logico

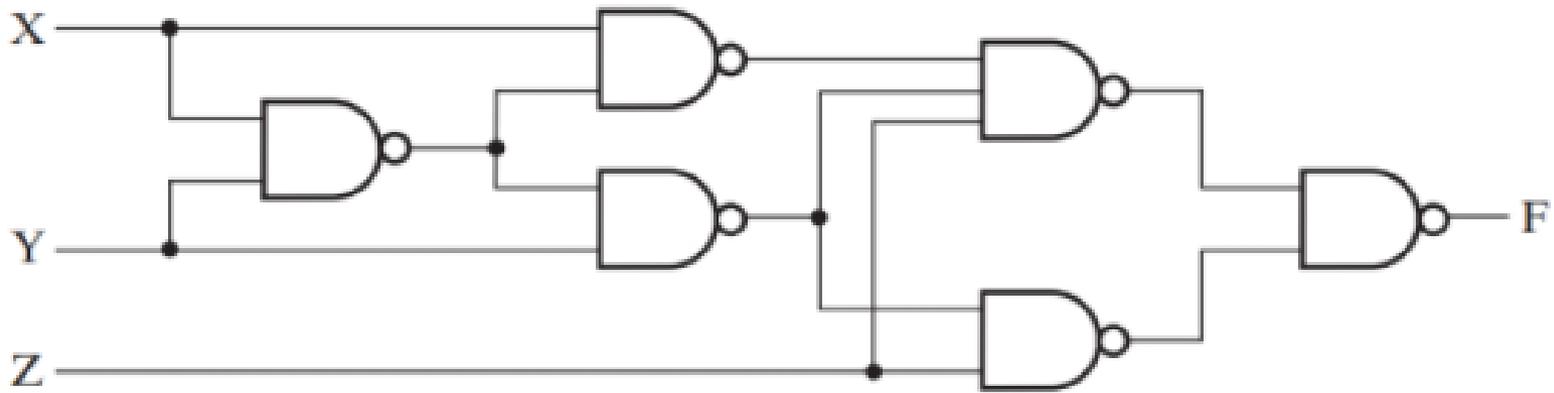
```
library ieee, lcdf_vhdl;
use ieee.std_logic_1164.all, lcdf_vhdl.func_prims.all;
entity comb_ckt_1 is
  port(x1, x2, x3, x4 : in std_logic;
        f : out std_logic);
end comb_ckt_1;

architecture structural_1 of comb_ckt_1 is
  component NOT1
    port(in1: in std_logic;
          out1: out std_logic);
  end component;
  component AND2
    port(in1, in2 : in std_logic;
          out1: out std_logic);
  end component;
  component OR3
    port(in1, in2, in3 : in std_logic;
          out1: out std_logic);
  end component;
  signal n1, n2, n3, n4, n5, n6 : std_logic;
begin
  g0: NOT1 port map (in1 => x1, out1 => n1);
  g1: NOT1 port map (in1 => n3, out1 => n4);
  g2: AND2 port map (in1 => x2, in2 => n1,
                    out1 => n2);
  g3: AND2 port map (in1 => x2, in2 => x3,
                    out1 => n3);
  g4: AND2 port map (in1 => x3, in2 => x4,
                    out1 => n5);
  g5: AND2 port map (in1 => x1, in2 => n4,
                    out1 => n6);
  g6: OR3 port map (in1 => n2, in2 => n5,
                   in3 => n6, out1 => f);
end structural_1;
```

- 1) Disegnare il diagramma logico del circuito descritto da questo codice VHDL (gli ingressi negati non sono disponibili)



# Esercizio 2.35 Mano-Kime



- 1) Descrivere il circuito in VHDL con architettura structural e sostituire X, Y, Z con X (2:0)
- 2) Simulare e verificare il corretto funzionamento del codice con EDA Playground, realizzando un testbench e stimolando il circuito con tutte le possibili combinazioni degli ingressi

# Esercizio 2.35: VHDL design

```
library IEEE;  
use IEEE.std_logic_1164.all;
```

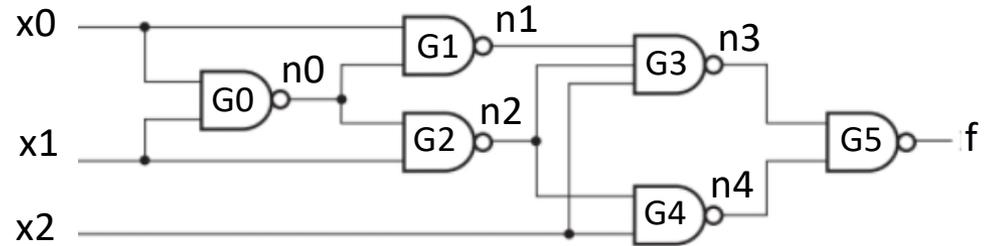
```
entity circuit2_35 is  
    port ( x: in std_logic_vector (2 downto 0);  
          f: out std_logic);  
end circuit2_35;
```

```
architecture circuit2_35_struct of circuit2_35 is  
    signal n: std_logic_vector (4 downto 0);
```

```
begin
```

```
    G0: entity work.NAND2 (NAND2_impl) port map (x(0), x(1), n(0));  
    G1: entity work.NAND2 (NAND2_impl) port map (x(0), n(0), n(1));  
    G2: entity work.NAND2 (NAND2_impl) port map (n(0), x(1), n(2));  
    G3: entity work.NAND3 (NAND3_impl) port map (n(1), n(2), x(2), n(3));  
    G4: entity work.NAND2 (NAND2_impl) port map (n(2), x(2), n(4));  
    G5: entity work.NAND2 (NAND2_impl) port map (n(3), n(4), f);
```

```
end circuit2_35_struct;
```



# Esercizio 2.35: VHDL testbench

```
library IEEE;
use IEEE.std_logic_1164.all;
use ieee.std_logic_unsigned.all; --package numeri senza segno (x addizione)

entity circuit2_35_test is
end circuit2_35_test;

architecture test of circuit2_35_test is
signal input: std_logic_vector (2 downto 0); --per applicare stimoli al DUT
signal output: std_logic; --segnale collegato all'uscita dell DUT
component circuit2_35 is
    port ( x: in std_logic_vector (2 downto 0);
          f: out std_logic);
end component;
begin
DUT: circuit2_35 port map(input, output);
process begin --applica ingressi e stampa valore uscita corrispondente
    input <= "000";
    for i in 0 to 7 loop
        wait for 10 ns;
        report "in = " & to_string(input) & " => out = " & to_string(output);
        input <= input + 1;
    end loop;
    wait;
end process;
end test;
```

# Esercizio 2.35: Log simulazione

The screenshot displays a VHDL simulation environment with two source code windows and a log window.

**testbench.vhd (VHDL Testbench):**

```
1 -- Testbench Es. 2.35 Mano
2 library IEEE;
3 use IEEE.std_logic_1164.all;
```

**design.vhd (VHDL Design):**

```
1 -- Es. 2.35 Mano
2 library IEEE;
3 use IEEE.std_logic_1164.all;
```

**Log:**

```
# KERNEL: PLI/VHPI kernel's engine initialization done.
# PLI: Loading library '/usr/share/Riviera-PRO/bin/libsysstf.so'
# EXECUTION:: NOTE : in = 000 => out = 0
# EXECUTION:: Time: 10 ns, Iteration: 0, Instance: /circuit2_35_test, Process: line_18.
# EXECUTION:: NOTE : in = 001 => out = 0
# EXECUTION:: Time: 20 ns, Iteration: 0, Instance: /circuit2_35_test, Process: line_18.
# EXECUTION:: NOTE : in = 010 => out = 0
# EXECUTION:: Time: 30 ns, Iteration: 0, Instance: /circuit2_35_test, Process: line_18.
# EXECUTION:: NOTE : in = 011 => out = 0
# EXECUTION:: Time: 40 ns, Iteration: 0, Instance: /circuit2_35_test, Process: line_18.
# EXECUTION:: NOTE : in = 100 => out = 1
# EXECUTION:: Time: 50 ns, Iteration: 0, Instance: /circuit2_35_test, Process: line_18.
# EXECUTION:: NOTE : in = 101 => out = 1
# EXECUTION:: Time: 60 ns, Iteration: 0, Instance: /circuit2_35_test, Process: line_18.
# EXECUTION:: NOTE : in = 110 => out = 0
# EXECUTION:: Time: 70 ns, Iteration: 0, Instance: /circuit2_35_test, Process: line_18.
# EXECUTION:: NOTE : in = 111 => out = 1
# EXECUTION:: Time: 80 ns, Iteration: 0, Instance: /circuit2_35_test, Process: line_18.
# KERNEL: Simulation has finished. There are no more test vectors to simulate.
# VSIM: Simulation has finished.
Finding VCD file...
./dump.vcd
[2021-03-18 09:16:23 EDT] Opening EPWave...
Done
```

# Esercizio 2.35: Forme d'onda

- Selezionando “Open **EPWave** after run” si possono **visualizzare le forme d'onda** dei segnali simulati

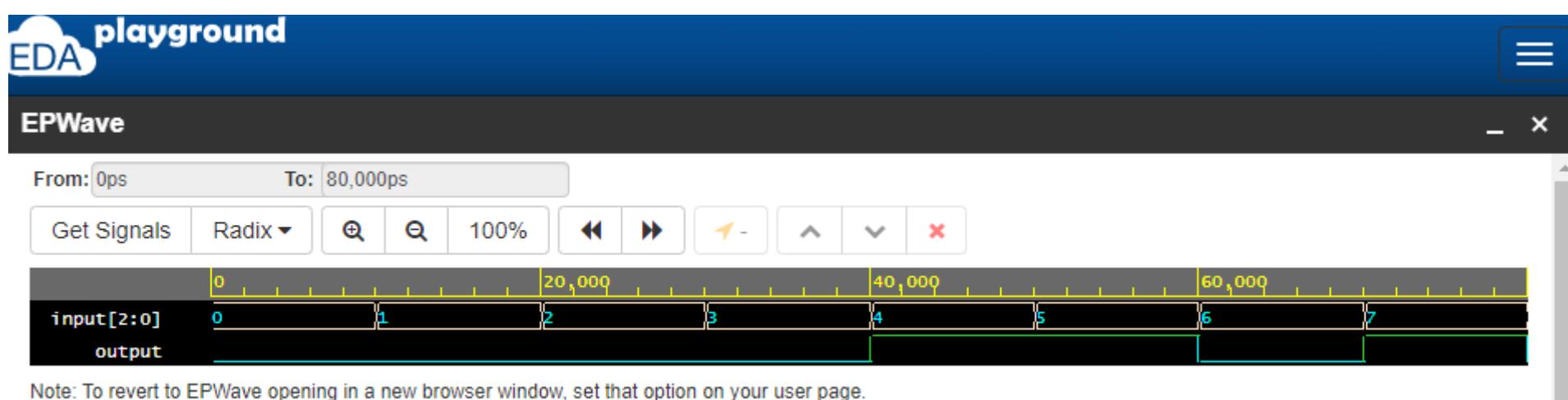


Grafico del valore dell'uscita output in corrispondenza alle 8 possibili combinazioni dei 3 ingressi

# Esercizio 2.37 Mano-Kime

- Trovare il diagramma logico per rappresentare la logica minima a due livelli necessaria ad implementare questa descrizione VHDL dataflow. Gli ingressi sono disponibili in forma diretta e negata.

```
-- Combinational Circuit 2: Dataflow VHDL Description
library ieee;
use ieee.std_logic_1164.all;
entity comb_ckt_2 is
    port(a, b, c, d, a_n, b_n, c_n, d_n: in std_logic;
        f, g : out std_logic);
-- a_n, b_n, . . . are complements of a, b, . . . , respectively.

end comb_ckt_2;
architecture dataflow_1 of comb_ckt_2 is
begin
    f <= b and (a or (a_n and c)) or (b_n and c and d_n);
    g <= b and (c or (a_n and c_n) or (c_n and d_n));
end dataflow_1;
```

# Esercizio 2.37

$$f = b \cdot [a + (\bar{a} \cdot c)] + (\bar{b} + c + \bar{d})$$

$$= a \cdot b + \bar{a} \cdot b \cdot c + \bar{b} \cdot c \cdot \bar{d}$$

- Riempiamo la MdK
- Troviamo IP e IPE
- L'espressione minima a due livelli risulta

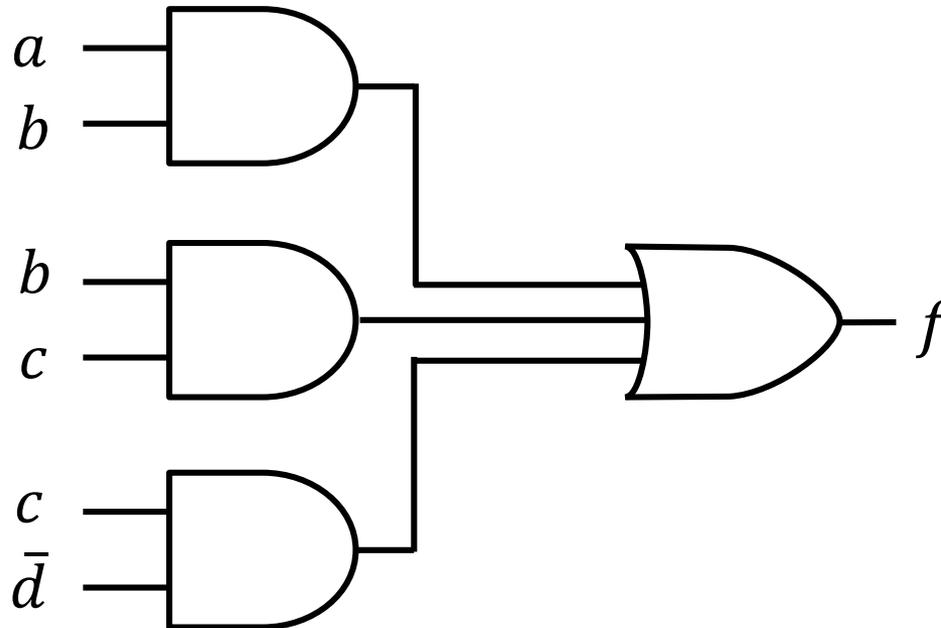
$$f = a \cdot b + b \cdot c + c \cdot \bar{d}$$

$a b \backslash c d$	00	01	11	10
00	0	1	3	2
01	4	5	7	6
11	12	13	15	14
10	8	9	11	10

# Esercizio 2.37

$$f = a \cdot b + b \cdot c + c \cdot \bar{d}$$

Il diagramma logico per rappresentare la funzione  $f$  risulta:



# Esercizio 2.37

$$\begin{aligned}g &= b \cdot [c + (\bar{a} \cdot \bar{c}) + \bar{c} \cdot \bar{d}] \\ &= b \cdot c + \bar{a} \cdot b \cdot \bar{c} + b \cdot \bar{c} \cdot \bar{d}\end{aligned}$$

- Riempiamo la MdK
- Troviamo IP e IPE: è conveniente lavorare su  $\bar{g}$
- L'espressione minima a due livelli risulta

$$\bar{g} = \bar{b} + a \cdot \bar{c} \cdot d$$

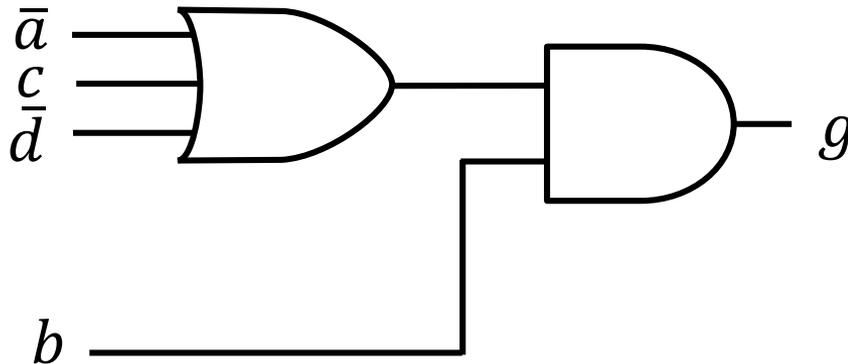
$$\Rightarrow g = b \cdot (\bar{a} + c + \bar{d})$$

$a \ b \ \backslash \ c \ d$	00	01	11	10
00	0 <sub>0</sub>	0 <sub>1</sub>	0 <sub>3</sub>	0 <sub>2</sub>
01	1 <sub>4</sub>	1 <sub>5</sub>	1 <sub>7</sub>	1 <sub>6</sub>
11	1 <sub>12</sub>	0 <sub>13</sub>	1 <sub>15</sub>	1 <sub>14</sub>
10	0 <sub>8</sub>	0 <sub>9</sub>	0 <sub>11</sub>	0 <sub>10</sub>

# Esercizio 2.37

$$g = b \cdot (\bar{a} + c + \bar{d})$$

Il diagramma logico per rappresentare la funzione  $g$  risulta:



# Disclaimer

Figures from *Logic and Computer Design Fundamentals*,  
Fifth Edition, GE Mano | Kime | Martin

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